Anachronism rules variant "space ships" by gnomebard.

editing by Drowmonk.

The game of Anachronism is set up to be a stone age to late renaissance game. This variant is for playing in the space age. As such the rules need to be some what modified. As of this version there are no guide lines for card balance. After a lot of cards are made we can start down that road.

First I will cover the new symbols. Then move on to the new game dynamics.

My hope is that some of you may help add cards to my gallery and play test it. It is also my wish to have a playable version ready for Gencon indy (07).

All rules are the same unless otherwise stated.

Note: The play mat is 4 boards next to each outer. that is to say a 8x8 grid.

So without further ado, let us begin.

Instead of playing one person, you will play as one or more “star ships.” The above illustration is the basic ship card. The blank area near the top left of the card is for insignia.

On all ship cards you will find:

Dodge:

This symbol means dodge. (Work with me hear people.) Unless otherwise stated you add this value to your defense roll. Some ships are so big or so slow that they have no dodge.

cloak:

When some on attacks you, you both roll 2d6. You add your cloak value. and they roll their sensor value. If you roll higher the attack automatically misses. If your roll lower they get to make an attack roll. If you have a 0 in this stat, you can't make a cloak roll.

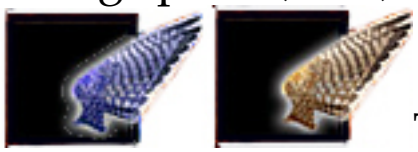
sensors:

The main purpose of sensors is to counter the cloak of the opponent. (See cloak). This may have other game effects later but for now that is all it is for.

health:

This is just like in standard anachronism. After you take damage from an attack. Lower your health by that much. If your health is 0 or less you are dead.

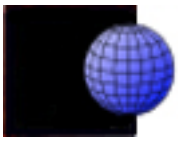
Firing speed (blue) and movement speed (brown):

 There are now two types of speed. The blue speed is for the number of times you can make a base card attack per turn. And the brown speed is for movement. Either can be used for actions. It is assumed that you can still rotate even if you do not have speed. You may do this once per turn. (See multi card ships).

Armor:

Unless otherwise stated you lose your armor first then you start losing health. Armor works just like health. but when you have no armor you don't automatically die. Things that repair armor don't “heal.” Likewise if you have something that “heals” health, will not work on armor.

Shields:

 Unless otherwise stated you use the shields as a damage reduction. Lets say the ship has a shield of 2, the attack is doing 8 damage. The shield reduces the damage by 2. the attack will have dealt 6 damage. If that attack had done 1 or 2 damage the end resulting damage would be 1. That being said the “shields” on the “Enterprise” count as armor not shields. After hitting the “Enterprise” enough they always run out. Think of “shields” as more of a hardness.

Base damage:
this is located at the top right of the card where the element used to be. I still use the elements. but they are on: captain, pilot, and crew cards.

+5
+3
3
STAR FURY
EARTHFORCE
11
0
2
5
3
5
0
0
earthforce • small fighter • 0 mod space
weapon type: blaster.
jump abillity: none.
personnel: one.
dog fight: if the pilot has 7 or more exp.. the starfury gets +2 on it's dodge.
RCS: when you spend an action to move this ship you may move it diagonally.
the star fury is one of the most maneuverable ships in the galaxy.
art by Randy Asplund

in addition all ship cards will have:
Culture • Type • X Mod space

Culture:
Culture is still the same.

Type:
Type is pretty self explanatory cruiser, small fighter, freighter, and so on.

Mod space:
Think hands. This is how many “hands” this ship has for upgrades.

Weapon types: There are 4 kinds of weapon types. They are: blaster, laser (beam), projectiles and missiles. This is the same thing as in standard play. Their is no basic attack. All weapons and ships have one or more of these traits.

Jump ability: The ability to travel to other worlds under there own power (given a reasonable time frame). This has no game effect but for a variant play type I am thinking of making.

Personnel: Like “Mod space” this is how many crew you may have on your ship or in your fleet.
(Note: all captains and pilots unless other wise stated count towards # personnel.) You can have as many crew as you like as long as you don't exceed the number in this stat.

Support cards.

Card order:
The most fundamentally different aspect of this game is that: If there is an illegality issue the older cards take president. This is the most apparent with the captain cards. (This will be stated in more detail later on.)

Card limitations:
There is no limit to the number of cards of any given type you may have. Just as long as you don't exceed the total Mod space and the total # Personal.

Illegality and mandatory discarding:
Lets say you have 3 mod space. You first play a gun turret card that has mod of 2. Then you play a shield generator card that costs 3 mod. you must discard the shield generator, because you do not have the space and the generator is played 2nd. (You may think this was a foolish decision on the deck builders part. But can happen vary often with multipart ships. Explained later.)

Captains:
all Captains have a Captain Only Ability. abbreviated on the card as; “COA: ability name:”. You may have more than one captain card in play, but you can only use the COA ability on the first captain you play. Captains will have experience. This counts as a COA. If you don't have a captain card you are assumed to have 3 experience. Note: That a pilot’s experience counts only if there is no “Captain” card in play.

Telepaths:
Some crew cards have “Telepath” trait. Which will have the suffix abbreviations of WE, AV, ST, and VS. Respectively they are weak, average, strong and vary strong. Some support cards have abilities that need a Telepath to work. And some that need that Telepath to be of a certain power level. If the card says you need AV but you have a greater power level you can use the ability. (Note: A Jedi or Sith is a Telepath.)

(Now for my favorite part):

Multipart ships:
To assemble the multipart ship lay it out on a “new” anachronism board. (One with the letter and number grid on it.) At the top of the card it will have the “grid spot” for that card. Once you have the relative positions of all the cards you may place this and rotate it like any other card. One card will say “This is the center”. This means this is the point on witch you rotate and from where all ship mod attack grids originate from. All the different parts will have separate speeds, attack grids, mod space, crew space and so on. The grand total of all of these is the amount that you have. If one part of the ship is “killed” you do not loose. The only change is that the effects for that part of the ship are not useable any more. This may cause you to look at illegalities after a ship segment has been damaged.

Movement:
This is the same as in regular play, except that you can move on top of other ships. Ramming is against the rules.